

West Virginia City Dart League



Team Captain's Handbook 2025-2026

CITY LEAGUES

CONTACT INFORMATION

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**LEAGUE WEBSITE
cityleagues.net**

**LEAGUE FACEBOOK PAGE
CITY AMUSEMENT DART LEAGUES**

**Text Program
“Citydarts” to 855.909.1164**

LEAGUE ORGANIZATIONS

**NATIONAL DART ASSOCIATION
PH. 800-808-9884
ndadarts.com**

**NORTH AMERICAN DART ORGANIZATION
833-840-9233
nado.net**

**OHIO COIN MACHINE ASSOCIATION
614-784-9772
<http://the-ocma.org/>**

WEST VIRGINIA CITY DART LEAGUE LEAGUE AGENDA 2025-2026

08/21/25	Week 1
08/28/25	Week 2
09/4/25	Week 3
09/11/25	Week 4
09/18/25	Week 5
09/25/25	Week 6
10/2/25	Week 7
10/9/25	Week 8
10/16/25	Week 9
10/23/25	Week 10
10/30/25	Week 11
11/6/25	Week 12 (POSITION NIGHT)
11/13/25	Week 13
11/20/25	Week 14
11/27/25	OFF THANKSGIVING
12/4/25	Week 15
12/11/25	Week 16
12/18/25	Week 17
12/25/25	OFF CHRISTMAS
01/01/26	OFF NYD
01/8/25	Week 18
01/15/25	Week 19
01/22/25	Week 20
01/29/26	Week 21
02/5/26	Week 22
02/12/26	Week 23
02/19/26	Week 24 (POSITION NIGHT)
02/26/26	ROUND 1 PLAYOFFS

02/28/26
03/1/26

FINALS
WILDCARD

IMPORTANT DATES

NADO Local Finale
September 20th, 2025

NADO Continental Finale
October 3rd-5th, 2025
Indianapolis, IN

Ohio State Tournament
April 9th-12th, 2026
Canton, OH

NDA Team Dart Championships

May 7th-13th, 2026

Westgate Hotel & Casino, Las Vegas

WEST VIRGINIA CITY DART LEAGUE LEAGUE FORMAT

Team and Match Set-Up

1. League teams consists of 4 players.
2. Each team must have a minimum of one female or male player.
3. League play begins each Wednesday at 7:30pm.
 - a. A 30-minute grace period is given.
 - b. Matches can be forfeited at 8:00pm if one team does not have the minimum number of players.
4. Matches consist of team games of 01 & cricket.
5. All matches are handicapped based on NDA format.
6. League team fees are \$48.00 per match.

(Includes credits for play and NADO points)

7. The home team will enter their line-up first, insert their money for the match, and select visiting team. The Visiting team will follow the same procedure. The match will start and proceed as the players' names are displayed

LEAGUE SET-UP

1. West Virginia City Dart League may be broken down into divisions based on team averages, home bars and scheduling capabilities.
2. The league is broken down into two 12-week halves. Team's win/loss records will reset to begin the 2nd half. Player averages continue throughout entire league.
3. The final week of each half is position night. *
4. The top four teams from the first half advance into the playoffs.
**The top four teams from the second half not already in the playoffs advance to form an eight-team field for a double elimination tournament.
5. The winner of each division will receive cash to use at the leisure. They may also coordinate their trip to Team Dart in Las Vegas. The cash prize will be equivalent to the 'Vegas Trip,' the league has offered in years past. This includes paid entry into the tournament, 1/2 room per player (or 2 rooms for 4 days, 3 nights), and airfare based on number of teams in the league.

*Position night is the final night of league play during each half. The schedule will have the 1st place team play 2nd ranked team, 3rd will play 4th place and so on.

**The 4 teams that advance from the first half will have their player averages documented. The 4 teams that advance from the second half will also have their player averages documented. Any significant discrepancies in player average may result in a team returning to their highest half averages. All decisions by league director are final.

TEAM ROSTER & SUB POLICY

1. Due to increased levels of competition and the caliber of play in the West Virginia City Dart League, a strict team roster rule and sub policy will be enforced.
2. The Arachnid dart machines keep all team rosters. Team rosters turned in to City Amusement will be entered on the League Leader System. This establishes your team's roster. Please keep your roster current with the league office to avoid active players not being listed.
3. Players CANNOT switch teams after playing for a league team twice. Once a player plays for a team twice, he or she is a permanent team member for that league period.
4. At the discretion of the league director. (One exception) a player can switch teams if they have played only 2 weeks on a team. Players playing three times on any team in any division cannot move. This can only be done with the league director's approval and the player's average entered by director.

5. Roster changes must go through a City League official. No new players or roster changes can be made on week #12 or week #21 and on.

6. Please be flexible when establishing your roster. All teams should have at least five members to be on the safe side. When tournament time comes, only teams with eligible players will be allowed to participate. NO EXCEPTIONS!

7. Subs or team must pay league monies. If a sub on any team's roster plays, the team is still responsible for all league monies.

ALL DECISIONS ON CHANGES MADE ARE FINAL.

PLAYER & TEAM PLAYOFF REQUIREMENTS

1. To enter playoffs a team must have all league moneys paid.
2. Anyone playing more than 4 weeks will be eligible as a sub for the finals.
3. All players must be in good standing with NADO, NDA, PCDL.
4. Teams must use 3 players with a minimum of 98 games and 1 player with 28 games if necessary. *

5. No team forfeiting the final week of either half will be eligible for the playoffs.
6. One team forfeit will be allowed. Any team forfeiting twice will be ineligible for playoffs but may complete league to remain eligible for future leagues.
7. If any team drops out during the second half that originally made the playoffs in the first half, the fifth-place team from the first half will be eligible for that spot.
8. No playoff match location will be moved due to personal issues with the bar. (I.e. you got barred, you don't like it there, etc.) Unless both teams and location approve the move 24 hours prior to match.

***Players with 27 – 55 games 20% avg. increase**
Players with 62 – 97 games 10% avg. increase

DIVISON & PLAYOFF TIEBREAKERS

1. Regular season play match score determines all tie breakers.
2. Total season records will determine playoff seeding if a tie occurs:
3. If a tie occurred in regular season or no regular season match was played. The following will take place:

a.) If the tie is to determine only a seed in the playoffs, not a playoff entry, a coin toss by a league official, in the presence of both team captains will determine the seed.

b.) If the tie is to determine a first half entry, the 2nd half match will be used as the tiebreaker.

c.) If the tie is to determine a playoff entry, an entire match will be played at 7:00pm on the night of the first round of the tournament at the #1 seed's bar. A coin toss by a league official will determine home/visitor.

d.) If 3 or more teams tie for a playoff entry, a playoff between the teams will occur on Tuesday at 7:00pm the day before the first round begins, at a neutral location determined by league officials. A coin toss will determine the pairings.

League officials will handle any tiebreak situation not covered by these rules.

ALL DECISIONS ARE FINAL

FORFEIT POLICY

1. If for any reason a team must forfeit a match, both teams must still pay league money. The team present will put their league fees only in the dart board. The forfeiting team must bring in league money to the league office prior to their next match. **Any team that forfeits twice during the season will be eliminated from playoffs.** The team may finish league to remain eligible for future leagues.

2. Any players from teams that forfeit a season will not be allowed to participate in the upcoming league (one league suspension), unless there are extreme circumstances involved, in which case a decision will be made by the league director.
3. Any team forfeiting the last week of either half of regular season play will not be eligible for playoffs unless extreme circumstances are the cause.
4. Any team forfeiting a match will receive losses for all league games.
5. Any team that is forfeited against will receive the same percentage of wins as the first-place team during the week that the match is forfeited.
6. No make-up games, unless extreme circumstances. League director must be notified and determine the verdict.

To receive credit for a match when another team forfeits against you. Enter in your team lineup as normal. Insert the number of credits required. Select your own team's name as the opponent. The board will ask if this is a forfeit. Select yes.

GENERAL LEAGUE RULES

1. The following rules are a set of guidelines to help the team captains solve a problem if a disagreement arises. Common sense and good sportsmanship are to be used to cover any questions that may arise during a match that are not covered explicitly in these rules. All problems must be resolved on site by a league official if necessary.
2. There are four (4) players per team. The four players that start a match must be the ones that finish the match. If a team is missing one player, the match can be played. When the missing player's game is up, that position on the machine is left at that player's handicap. Should a team start the match with a player missing, and that player becomes available, that player may complete the remaining games. He or she may not enter a game in progress. If two or more players are missing, the match will be forfeited. All league monies are still due by both teams on forfeited matches.
3. Teams cannot play with any individual under another person's name or use any ineligible players. Any player participation infractions must be reported to the league director immediately. **DO NOT START A MATCH WITH AN INELIGIBLE PLAYER.** All player problems and eligibility situations will be resolved and finalized before the start of league play. Any team committing any violation will forfeit all games that an ineligible player participated in. The league director will answer any questions concerning these guidelines. **ALL DECISIONS ARE FINAL.**
4. All league matches are to begin at 7:30pm. A 30-minute grace period shall be given. At that time, if one team does not have the minimum number of players to start the match, the match is forfeited. All league monies are still due by both teams on forfeited matches.

GENERAL LEAGUE RULES

Continued

1. The foul or throwing line is to be set with the front edge of the line (closest to the machine) exactly 8 feet (96"), measured perpendicular to the face of the board.
2. All players must throw from behind the front side of the foul line. Players may lean over the line, but must stand with their feet behind the front edge of the foul line.
3. Each player has a maximum of three (3) darts thrown per turn. Players have the option of passing all or any of their darts.
4. Any dart thrown counts as a throw. Whether or not it is registered on the machine. A throw counts if it hits the board and bounces out, or if it misses the board completely. A player may not throw any darts over again.
5. Darts must be thrown only when the machine instructs to "Throw Darts" and proper player's number must be lit.
6. A player may not touch the board or the darts on the board until the "Player Change" button has been activated.

SCORING ON ARACHNID DART MACHINES

RULE 1 - A DART THROWN CANNOT BE RE-THROWN

**RULE 2 – DO NOT PULL DARTS FROM THE BOARD IF
THERES A SCORING ISSUE UNTIL RESOLVED**

1. The dart machine automatically scores darts thrown. The dart does not have to stick in the board for the dart to score.
2. Each dart thrown cannot be re-thrown. The score given by the machine is the score the player will receive.
3. The machine's score is accepted as always being correct. Unless a dart is sticking in a number and is scored wrong an opposing team member may back the board up and correctly score the dart. The player who threw the dart or a teammate cannot do this without an opposing team member.

USING THE PLAYER BACK-UP BUTTON

**RULE – IT'S THE PLAYERS RESPONSIBILITY TO MAKE
SURE THE BOARD IS ON THE RIGHT SCORE AND HAS 3
DARTS READY TO THROW**

1. The Arachnid dart machines have the ability to back up any darts thrown if there is a player error or end game scoring error or other problem.
2. If a player scores a dart for the opposing team while removing darts the game can be backed up and put in the right position. No penalty.

3. If a player throws a dart and scores on a wrong score, the game is backed up to correct the error. However, the player loses that dart.
4. Anyone throwing on a wrong player position will lose those darts with no re-throw. Machine will be backed up to remove the incorrect darts.

FOULS OR PLAYER PENALTIES

The following points constitute fouls. The commission of a foul may lead to: **Loss of turn, loss of game, loss of match, expulsion from tournament or league, expulsion from tournament site or tavern or expulsion from future tournaments or leagues.** Tournament officials, referees or directors will make all decisions concerning fouls.

1. Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul.
2. The player shooting may not leave the "Throw area" after the dart has been thrown. Any player leaving the "Throw area" after a dart has been thrown has committed a foul and forfeits any remaining darts in that turn.
3. If either foot crosses the throw line prior to the game recording the score or the dart reaching the board, it constitutes a foul. Minor foot foul (less than 2" over) deserves first warning to the player. Major or repeated foot foul:
 - a. Shooter may not win match in a round where foul has occurred.
 - b. His partner may not win a match on his next turn.
 - c. Shooter will lose 3 darts on next turn.
4. Intentional stalling or unnecessary delay of match as judged by a referee constitutes a foul.
5. If a player reaches zero in a round in which that player or that player's partner committed a foul, that player (team) loses that game.
6. It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing any darts. If the player throws while the machine is displaying an opponent's number, this constitutes a foul. **Play is stopped immediately when the infraction is noticed! DO NOT REMOVE DARTS FROM THE BOARD UNTIL THE PROBLEM IS RESOLVED.**

7. Any player throwing out of turn as dictated by the match schedule has committed a foul. The machine backup button will be used, the player loses their dart or darts and play resumes.
8. A manually scored point on opponent's score constitutes a foul. Use the backup button and correct the miss scored dart. A manually scored point on the player's own score or team's score, constitutes a foul. Use the backup button to change score and go to correct player position and continue play.
9. If a machine resets due to power failure or other reason beyond player control, the game will be replayed from the start on another machine, if the machine problem persist or on the same machine if the problem is repaired or resolved. Any machine reset (tilt, etc.) due to intentional or non-intentional player action shall result in loss of game for the team committing the action.
10. If a player reaches zero on any turn in which he or his partner commits a foul, that player or that player's team loses the game.
11. Any player or team that has a third foul called against them shall lose that game.
12. Players may use their own darts if they meet the following specifications:
 - a. They must be plastic tip darts.
 - b. Flights may be any length, so long as the dart does not exceed 8" in total length. Flights may be no wider than $\frac{3}{4}$ ", as measured from shaft to flight edge and may not have more than four (4) wings.
 - c. Darts may not have broken or cut-off tips.
 - d. Darts will be inspected by protest.
13. Any player found using illegal darts will cause the entire team to forfeit all games in the match in which they are currently shooting. This means all games up to the point at which the protest was made. The match will then continue with all players using darts which meet tournament qualifications.
14. Disregard of any rules may constitute a foul.
15. Abuse of equipment, poor sportsmanship or unethical conduct, as judged by a league coordinator or tournament official, may constitute a foul and may be grounds for forfeiture of game, forfeiture of match, expulsion from tournament or league, expulsion from tournament site or tavern, expulsion from future tournaments or leagues and/or forfeiture of funds and further prosecution.

16. All decisions on fouls determined by league director are final.

WEST VIRGINIA CITY DART LEAGUE

CANCELLATION POLICY

In case of any inclement weather the league has adopted the following for snow or extreme weather circumstances. (Flood, power outages, etc.)

All decisions will be EMAILED by 4:00 PM (day of matches) AND at
CITY AMUSEMENT DART LEAGUES Facebook

Any level I emergency level, league will be played as scheduled

Any level II emergency level or higher, league play will be postponed

*Team options on postponed matches
-Matches may be made up any time before week #11 of first half or week #23 of second half using communication between team captains.

If no arrangements can be made both teams will receive byes but will still be responsible for league dues.

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